

General software, g2MIGTRACE, and summary from Breakout

Adam Lyon (Fermilab/CD) 29 July 2011

g-2 Collaboration Meeting@ Brookhaven Natl' Lab

Please note:

Nothing here is set in stone. Feel free to critique, complain, make suggestions (and offer to help).

Problems? Send mail to gm2-computing@fnal.gov

We now have dedicated computing resources for g-2 at Fermilab

One interactive VM on GPCF gm2gpvm01.fnal.gov

Disk storage on the "Bluearc"

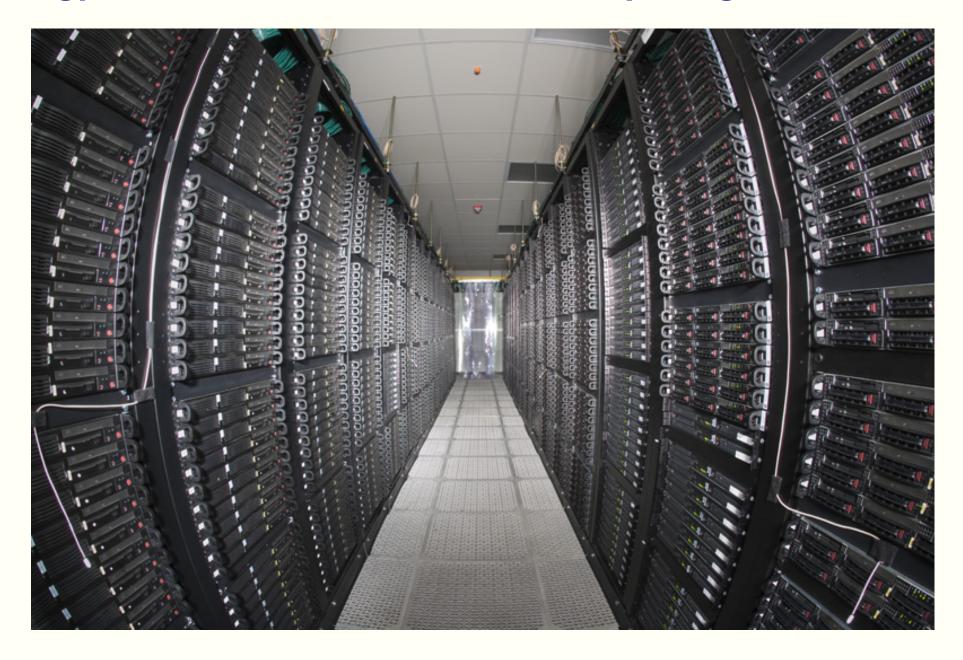
1 TB Application space (/gm2/app)

10 TB Data space (/gm2/data)

E821 data (7.7 TB at /gm2/data/bnlData)

Two dedicated slots on *Fermigrid* batch system (can get more opportunistically)

gm2gpvm01 - a VM in the "Grid Computing Center"



But sometimes it can't take the heat



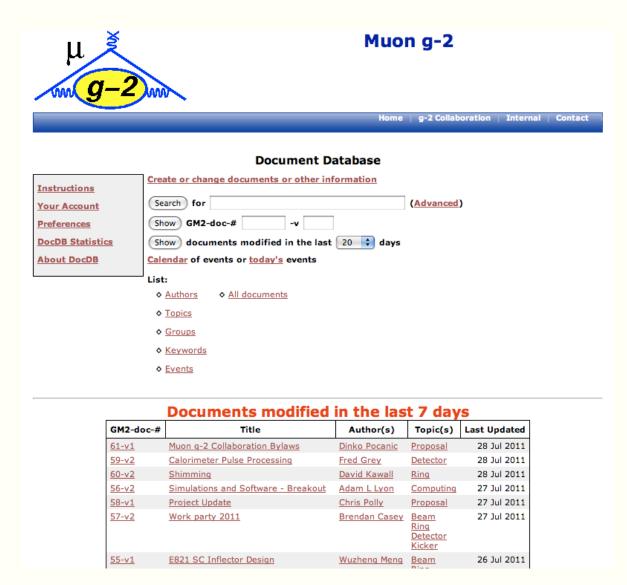
Public web page

http://gm2.fnal.gov



DocDB (I'll write up some instructions)

http://gm2-docdb.fnal.gov:8080/cgi-bin/DocumentDatabase



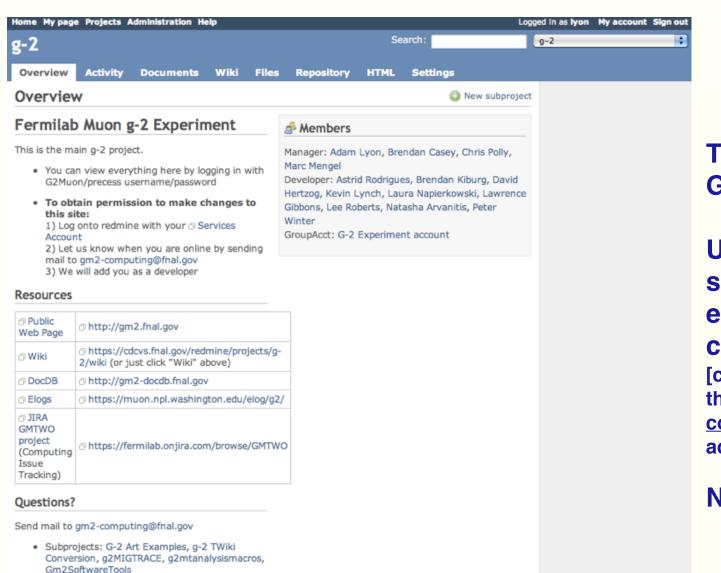
Use "private" access, G2Muon/precess

The only reason to have your own account is if you want to "watch" documents

DocDB can handle versioning

g-2 Redmine Project (Bookmark this one!!)

http://cdcvs.fnal.gov/redmine/projects/g-2



To view, sign in with G2Muon/precess

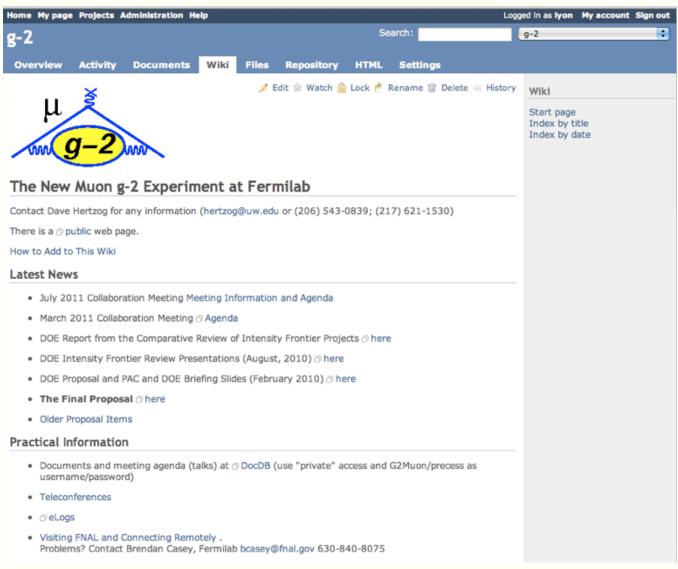
Use your "Fermilab services password" to edit stuff and checkout code

[call 630-840-2345 and ask for it, then send mail to gm2-computing@fnal.gov to be added to the access list]

Note link to e-logs

g-2 Wiki moved to Redmine

http://cdcvs.fnal.gov/redmine/projects/g-2/wiki



Big Picture: Why do we need a software system?

<1> Science demands reproducibility.

Results must come from official, controlled software

<2> We want to work together.

Don't work in isolation - share code

<3> We want to do physics, not computing.
You should not have to deal with infrastructure details

Three pieces to the system

<a><a>A> Source code revision control
Track code changes, reproduce versions

 Build system Easily build code without losing all your hair

<C> Release/environment system
Be able to run standard code and use standard libraries
from the above. Set up a standard environment

All of these pieces interact with each other

Goal: Align choices with the Art Framework Project

<A> Source code revision control

Redmine! It's awesome.

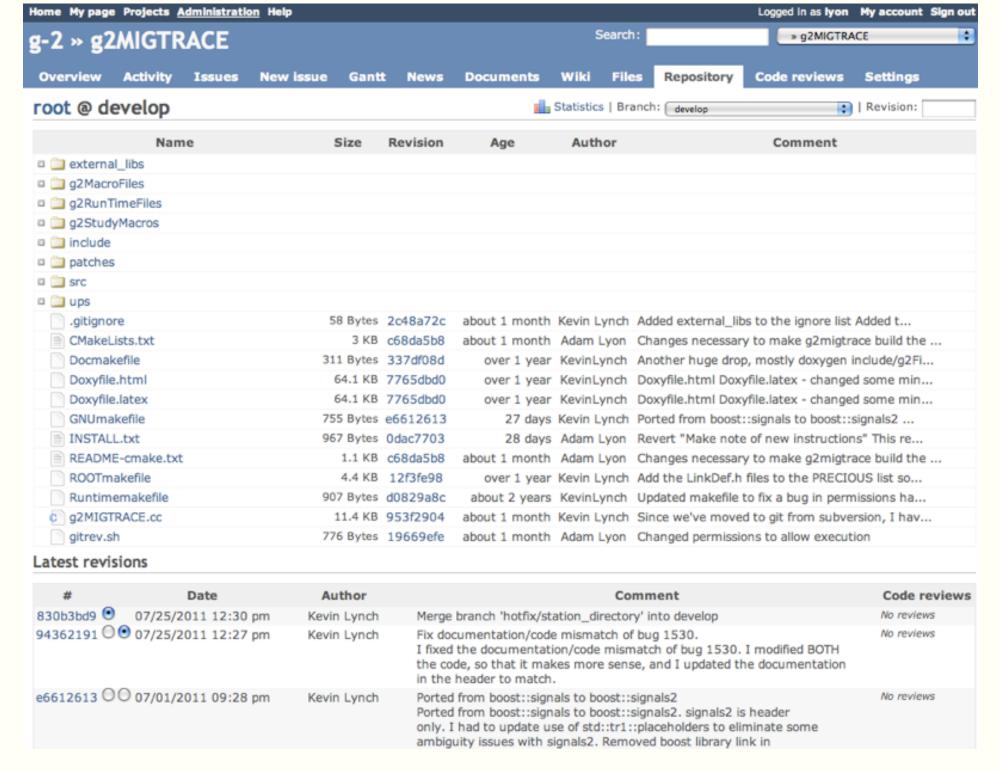
http://cdcvs.fnal.gov/redmine/projects/g-2

Can view the repository from Redmine

git - it's a younger, more spry CVS/SVN
Used by most every important open source project
Designed for easy branching, merging, sharing
Designed for coding off the network
Different philosophy – you have a local repository "clone"

E.g.

There is now a "g2migtrace" project in Redmine using a git repository. The old subversion "gm2" project is archived



g-2 » g2MIGTRACE

Overview Activity Issues New issue Gantt News Docu

Revision 94362191

ID: 94362191c9f5fbc199657d1dc2cf7d6355a61500 Added by Kevin Lynch 3 days ago

Fix documentation/code mismatch of bug 1530.

I fixed the documentation/code mismatch of bug 1530. I modified BOTH the code, so that it makes more sense, and I updated the documentation in the bander to match

in the header to match.

Files Review assignments: Add View differences include stationMessenger.hh (diff) src

stationMessenger.cc (diff)

```
#include <exception>

20 20

21 21 namespace {

G4String dir("/g2MIGTRACE/detectors/");

G4String dir("/g2MIGTRACE/detectors/station/");

G4String front_plate_dir(dir+"front_plate/");

G4String mid_plate_dir(dir+"mid_plate/");

G4String back_plate_dir(dir+"back_plate/");
```

b/src/stationMessenger.cc

```
21
         2ee31d0b Kevin Lynch
                               namespace {
        94362191 Kevin Lynch
                                 G4String dir("/g2MIGTRACE/detectors/station/");
22
                                 G4String front plate dir(dir+"front plate/");
         037c552a
                  Kevin Lynch
23
                                 G4String mid plate dir(dir+"mid plate/");
         037c552a
                  Kevin Lynch
24
                                 G4String back plate dir(dir+"back plate/");
         037c552a
                  Kevin Lynch
25
                                 G4String final plate dir(dir+"final plate/");
         037c552a
                  Kevin Lynch
26
        037c552a
                                 G4String gap dir(dir+"gap/");
                   Kevin Lynch
27
         22b36b5b
                   Kevin Lynch
                                 G4String front hodo dir(dir+"hodo front plane/");
28
                                 G4String rear hodo dir(dir+"hodo rear plane/");
         22b36b5b
                   Kevin Lynch
29
                                 G4String calorimeter dir(dir+"calorimeter/");
30
        8c9997b3
                  Kevin Lynch
```

 Building code

The Art framework folks use "cmake" - a system for generating and managing makefiles.

Pretty easy to understand (but hopefully you will just "use" it)

Integrates easily with g2migtrace's build system

Eventually - use "BuildBot" for automated builds.

<C> Release / environment control

You don't want to build *everything* yourself! Need a "repository" of executables and libraries with their associated runtime files

Relocatable ups

"setup gm2 v0_4" sets up your environment

Set your PATH for executables
Sets your LD_LIBRARY_PATH for libraries

Sets other necessary environment variable for finding runtime files, headers

Hold multiple versions of products. Can handle product dependencies

Installation by unwinding tar files - easy for remote sites

CD/REX is investigating *cervmfs* for remote installations

UPS Release area is large ~10 GB

You install the cernvmfs client. Fermilab "projects" a file system to you. You see a "local" filesystem.

Cernvmfs caches the files you actually use (usually a small subset of the total). You can (carefully) go offline

Aside from cernvmfs, you don't install anything!

Never have to update your installation; we do that from Fermilab

Under investigation. Also useful for Grid sites

g2MIGTRACE (K. Lynch) uses the software system

In Redmine/Git: (https://cdcvs.fnal.gov/redmine/projects/g2migtrace)

Builds with CMake (calls g2MIGTRACE's Makefiles)

Releases

-- not yet, you have to build it yourself

What is the main goal here?
To make g2MIGTRACE compatible with the ART framework ...

You can get involved (please do!)

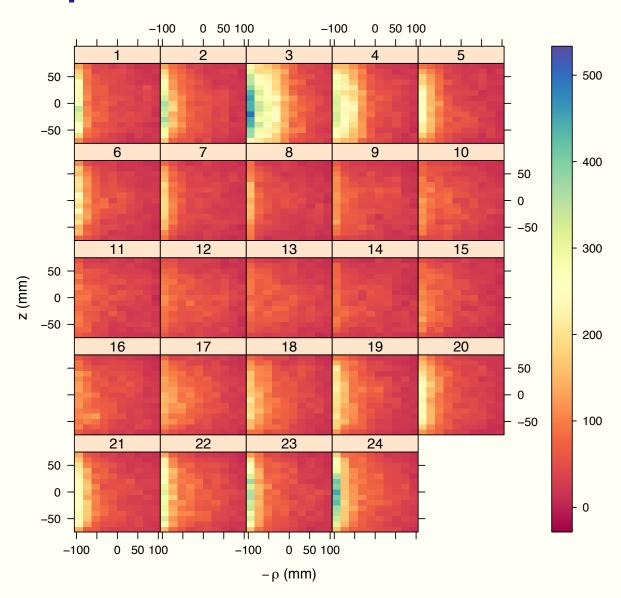
Lots of documentation on the Wiki

- Wiki > g-2 Computing & Software > ...
 - ... GPCF
 - ... Software [Developing, g2MIGTRACE]
 - ... Running on Fermigrid

See tutorial and cheat sheets

See Detector talks on DocDB 21 June 2011 28 June 2011

Some sample results I made...



Based on Nathan Froemming's work

Software/Simulation Plans (from Breakout)

Integrate g2MIGTRACE (and other simulations) with the ART Framework

Ensure g2MIGTRACE is acting sensibly and storing muons; determine sanity tests that can be automated

Consider non-Geant techniques (e.g. don't need Geant to simulate uneventful turns)

Repeat previous studies, try full g-2 analysis from MC

Attempt to link simulations

Simulation of pile-up (create a library of pileup events)?

... What is this Art framework? ...

What is a framework for?

A framework connects packages:

<1> To input

<2> To output

<3> To each other

in a standard way.

Standardizes input/output data and formats

The Art framework - we don't have to reinvent the wheel

Born as CMS-lite (CMS framework with CMS specific stuff removed)

Written by FNAL/CD-CET Group (C++ experts)

Adopted by NOvA, Mu2e**, FNAL LBNE group

Extremely unusual for experiments to share a framework - typically one or more collaborators on each experiment makes a framework for fun - but lots of devils in details - result can sometimes be good, but often bad

Art includes Event data model, Data products, Configuration system, input/output Root files

We want to use Art as our Framework

Feed results from one simulation to another (or to analysis) in the same program

Art has data sources (producers), filters, processors, and services

We're starting with g2MIGTRACE. It already has a step that converts G4 objects to standard C++ objects that go into Root

Change g2MIGTRACE to convert G4 objects that go into Art. Also need to split the beamon action

Mu2e has done much of this work already!!!!

Art will be the offline framework too!

In summary

g-2 has dedicated computing and disk at Fermilab

Fermilab hosts collaboration tools

We have the beginnings of a software system So we can work together

Several of us are using and working on g2MIGTRACE

Significant plans for g2MIGTRACE

Would like to incorporate other packages (yours?) into Art